

**MARKET DAY**



Fortune

You may take advantage of this card now. For the next full round, anyone visiting the City or Village may purchase goods or services offered for gold from either space or any Stranger or Place currently in the Land (the main board).



**ASSASSINATION**

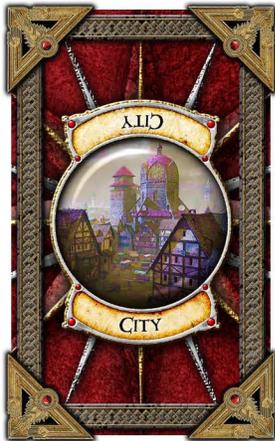


Special Ability

When you first land on a space, you may *assassinate* an Enemy or a Character already present. Roll as for Battle without your Followers; your opponent does not roll a die to add to its result. If you defeat a Character, you may only take a Life.

≡ **ACTIVATE** ≡

Discard 4 Strength trophy pts. or 7 trophy pts. of any kind.



**SWORD MASTERY**

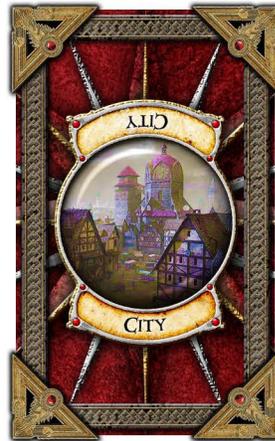


Special Ability

You may add +1 to your Battle result when you use only *Weapons* referred to as a "sword" in that Battle.

≡ **ACTIVATE** ≡

Discard 4 Strength trophy pts.; or *seek* the Castle or City to discard 2G as your option.



**TRANSMOGRIFICATION**



Special Ability

You may try to *transmogrify* a Character you encounter. The Character rolls a die as for the Enchantress. You may discard a Fate or Spell *before* the roll to apply -1 to the result.

≡ **ACTIVATE** ≡

Discard 5 Craft trophy pts. or *seek* and encounter the Enchantress.



**CARAVAN DUTY**



Task

Place 5 tokens for wagons on this card. Roll only 1 die to move clockwise and *seek* each Outer Region corner space. Discard a token if you lose a combat except to a Character or an Animal. When you return to the City, claim your reward.

≡ **REWARD** ≡

Gain 2G per wagon token you still have.



**SIREN'S TEARS**



Task- Trinket

...are required for devious work by the Enchantress. Whenever you cross the river by any means, place a Life token on this vial. If the vial is lost or discarded, all tokens go with it. Whoever *seeks* the City with the vial containing 1+ tokens claims the reward.

≡ **REWARD** ≡

A Talisman, or gain a Life and take another turn. **5**



**CITY DEPTHS**



Fortune

A sewer grate was left open. If you enter, roll two dice:

- 2) Alligators, Str. = two dice.
- 3) Cutthroat, Strength 5.
- 4-5) Rat Swarm, Strength 2.
- 6-9) Nothing interesting.
- 10) Draw 1 Adventure card.
- 11) *Lurker!* You may pay 1G to draw 3 Adventure cards and choose 1 to encounter.
- 12) *Tunnel!* You may move to the Ruins next turn.



**INN BY THE SEA**



Fortune

You may pay 1G for yourself and 3 Followers; pay 1G per 3 more Followers or discard them. *No Enemy Followers allowed—discard them to use this room!* You and yours evade all Events, Characters, & Spells. Miss 1 turn to *heal* 1 Life



**PORT OF CALL**

Fortune

An outbound ship is in port. You may pay 1 Object or 1G for yourself and 3 Followers; pay the same per 3 more Followers (or discard them).

On your next turn roll 3 dice and move *clockwise*. You may stop short at any corner space or a Place or Stranger card.



**SURPLUS ARMS**

Fortune

The City armory is due for upgrades from the Blacksmith. You may buy 1 *Weapon* or *Armour* Purchase card for 1 less gold than at the Blacksmith (min. 1G).

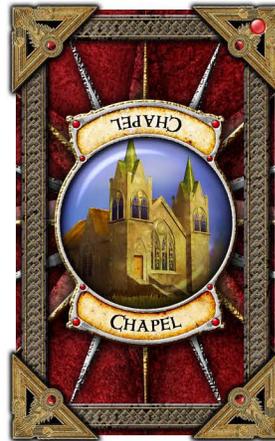


**PORT OF CALL**

Fortune

An outbound ship is in port. You may pay 1 Object or 1G for yourself and 3 Followers; pay the same per 3 more Followers (or discard them).

On your next turn roll 3 dice and move *anticlockwise*. You may stop short at any corner space or a Place or Stranger.



**ADJURATION**

Special Ability

Miss a turn on a draw space without any cards to *pray* per the Chapel.

If you are Good, you may roll a die below Craft to ignore any change to your Alignment.

≡ **ACTIVATE** ≡

Seek the Chapel or Temple to discard 1 Fate or Life.



**STATEROOM**

Fortune

A stateroom is available. Pay 2G for yourself & Followers. *No Enemy Followers allowed—discard them to use this room!* You may evade all Adventure cards, Characters, & Spells. You *heal* 1 Life and may remain in the City on your next turn to encounter it again.



**DEVOTION**

Special Ability

If your current Alignment matches what is on your Character card, then after rolling to *pray* or *invoke*, you may add 2 to the result.

≡ **ACTIVATE** ≡

Discard 1 Fate or Life.



**STREET ROGUE**

Fortune

Down on his luck, he is willing to trade tutelage for gold.

Draw upto 5 Tales cards, one by one. Stop drawing at the first Special Ability that you draw. You may discard it or take it as *inactive* for 1G.



**LEGERDEMAIN**

Special Ability

When you draw Spells, draw one extra and choose one to place on the bottom of the deck (not in the discard pile).

≡ **ACTIVATE** ≡

Discard 1 Spell or 1 Craft trophy pt.



**THE BRASS GOLEM**

Task - Follower

Discard any "golem" in play. You may take it as a prisoner; *if not, leave it on this space.* No Spell or Magic Object can be used in its current space. All Events & Strangers treat you as Evil while you have it. Whoever *seeks* the Temple to lock it away (discard it) claims the reward.

REWARD  
A Talisman, and roll a die +5 at the Temple. **5**



**GREEDY FRIAR**

Fortune

He offers you a finger bone from a forgotten saint for 1G. If you pay him, keep this card. When a Spell is cast at you or your current space, you may discard this to roll a die.

1) No effect, 2-5) The Spell is negated, 6) the Spell turns back on the caster.



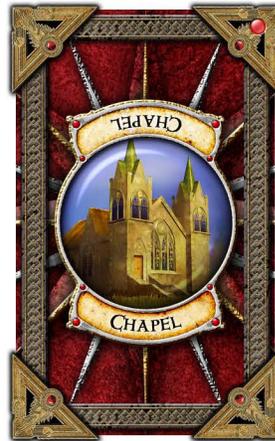
**THIS HOLY DECREE**

Task - Trinket

...declares that too many Magic Objects are creating havoc in the Land. While you have it, you may bear (but not use) Magic Objects prohibited by your Alignment.

Whoever *seeks* the Chapel to discard this decree and 1 Magic Object claims the reward. *If you are Evil*, you do not lose a life at the Chapel for this task.

REWARD  
Gain 2 Lives or Fate, or 1 each; If you wish, you may then encounter the Chapel. **5**



**MEMORIAL**

Fortune

In the inner grounds, you find a memorial to a fallen hero. You may *pray* here and roll one die to reference at the Chapel or Graveyard.

If you are Good, you may add +1 after your roll per Fate that you discard.



**BRIGHT MESSENGER**

Fortune

You may discard an Object or Fate to 1) draw a Spell or Quest, or 2) look at the top 5 Tales cards, discard any, and return the rest in any order.

If not, and you are not Good, combat her (C6/S7) by your lower attribute. If you lose, become Good or lose a Life.



**ORDERS**

Fortune

The "lady" comes to take the order as a nun and not marry for an alliance. A noble will pay 5G now if you stop her. If so, roll two dice for her guardian's Strength. Win or lose, keep this card; pay 1G to discard it when you next wish to visit the Chapel or you cannot enter!



**FANATIC KNIGHT**

Fortune

As you leave, you are stopped by a Crusader. If you are not Good, face him in combat (Strength 6, Craft 5). Choose Battle unless you can engage Characters in Psychic Combat.

If you are defeated, you must become Good or lose 1 Life.



**OSSUARY**

Fortune

You may roll 2 dice below Craft to sneak into the bone chamber. If you fail, lose a Fate for sacrilege. If you succeed, roll 2 dice:

2) Heretic (roll as Enchantress)  
3) Grand Inquisitor, Craft 7  
4-5) Zealot Monk, Strength 4  
6-8) Nothing interesting  
9-10) *Elixir!* Gain 3 Lives  
11) *Tom!* Choose 1 Spell  
12) *Passage!* You may go to the Ruins on your next turn.



**WIDOW'S WEDDING**

Fortune

You encounter a wedding without a dowry. Gift them (discard) 1G or an Object to:

- 1) choose the Graveyard or Chapel to roll for a result, or...
- 2) keep this card; you do not lose a Life for Alignment in the Graveyard or Chapel.



**REFORMATION**

Special Ability

If you are turned into a toad, or changed into any other form, you may roll a die below your Craft to immediately negate that change.

ACTIVATE

Discard 3 Craft trophy pts. or seek & encounter the Mystic.



**WHITE ELVENESS**

Fortune

If you are Neutral, you may choose to become Good and take a Good Alignment card.

If you are Good, keep this card. You may discard it to avoid one Alignment change. Should you ever choose to become other than Good, discard this card.



**A GIFT OF ARMS**

Task - Object

...must be delivered to the Castle: Sword, +2 in Battle. At the end of each turn you bear it, place a token on this card: all tokens stay with it. If it gains 6 tokens, it's declared stolen, and... Until delivered, if you encounter the Chapel, Village, Temple, City, or a Stranger you are jailed in the City, discard the sword & all Gold, and miss 2 turns.

REWARD

A Talisman or 3G, and take the Prince if he is in play.



**AXE MASTERY**

Special Ability

You may add +1 to our Battle result when you use only Weapons referred as an "axe" in that Battle.

ACTIVATE

Discard 4 Strength trophy pts.; or seek the Castle or Village to discard 2G as your option of choice there.



**THE MYSTIC'S VESSEL**

Task - Magic Object

...traps Enemy-Spirits and gives +1 in Psychic Combat. When you defeat a Spirit, forfeit its trophy and place it atop this card. If the vessel is lost, all Spirits go with it. Whoever seeks the Village and discards the vessel containing 5+ Craft in Spirits claims the reward.

REWARD

Reward: a Talisman; or 2 Spells, or a chosen result from the Mystic.



**BURGLARY**

Special Ability

When you visit the Village or a Place/Stranger selling Objects, you may take 1 Purchase Object offered there instead of all other options of choice.

ACTIVATE

Discard a trophy pt. or Object where you can use this.



**COMMONHOUSE**

Fortune

There is room for you, but you cannot stay if you have Enemy Followers other than Animals. If you have animal Followers (Enemy or Purchase), pay 1G to stable them.

Miss 1 turn and roll a die; if you roll above your current Lives, heal upto 2 Lives.



### FAIR MARKET



Fortune

You may buy any one Spell, Purchase card, or service on a space or card in play on the main board that has a listed price in gold.



### VISITOR



Fortune

If there are any Strangers in play in the Outer Region, you may encounter the nearest one by count of spaces. You remain in the Village and the Stranger remains on its current space.



### GREEDY FRIAR



Fortune

He offers you a finger bone from a forgotten saint for 1G. If you pay him, keep this card. When a Spell is cast at you or your current space, you may discard this to roll a die.

- 1) No effect, 2-5) the Spell is negated, 6) the Spell turns back on the caster.



### STOREHOUSE



Fortune

If you sneak in, roll 2 dice:

- 2) *Drunk!* Lose 1G or 1 Turn.
- 3-4) *Caught!* Lose 1 Turn.
- 5-7) Guard Dogs, Strength 5.
- 8-9) Nothing useful.
- 10) Take a Purchase Object but not an *Armour* or *Weapon*.
- 11) Take an Purchase Object of any kind.
- 12) *Potion!* Roll a die for the number of Lives you *heal* (Fate not allowed).



### MAD MUMBLER



Fortune

At times, only a true lunatic knows what is going on. If you care to listen, pay him a Gold or an Object, or *heal* a Life for him by any means. You may look at the top card of every draw deck in the game.



### CAROUSING



Special Ability

You may roll two dice in the Tavern and pick one result.

You may re-roll a die roll required by a Stranger, but you must accept the 2nd result.

≡ **ACTIVATE** ≡

*Seek* the Tavern to discard 1G or miss a turn.



### RUMOUR-MONGER



Fortune

You may pay 1G to:

- Draw 3 Quests & keep 1, *or*
- Draw 1 Adventure to keep secret or discard. If you keep it, when you next *draw* Adventure cards, count the card held as 1 card drawn, *or*
- Look at the top 3 Tales cards and return them in order.



### PICKPOCKETING



Special Ability

You may gain 1G in the City or Village as you only option of choice. If you gain a Gold in the Tavern, gain 2G instead.

≡ **ACTIVATE** ≡

**Activate:** discard 2 trophy pts. or *seek* the Tavern and roll a 4, 5, or 6.



**SEDUCTION**



Special Ability

You may *seduce* 1 humanoid Follower from a Character you encounter and place it on this card; it cannot be taken from you by any Special Ability. If you *seduce* another, drop the one you have on your space.

≡ **ACTIVATE** ≡  
Discard 2G or 1 Craft trophy pt.



**BRAWL!**



Fortune

All in the Tavern roll 2 dice:  
2) *Blind-sided*. Lose 1 Life.  
3-4) *Beer in the Eyes!* Roll again; take -1 in any combat.  
5-8) *Fight!* Roll 2 dice for your opponent's Strength.  
9-10) *Into Hiding*. Safe.  
11) *Purse*. Roll a die -2 for Gold.  
12) Draw a Spell to cast on the space or yourself, if possible.



**SEDUCTION**



Special Ability

You may *seduce* 1 humanoid Follower from a Character you encounter and place it on this card; it cannot be taken from you by any Special Ability. If you *seduce* another, drop the one you have on your space.

≡ **ACTIVATE** ≡  
Discard 2G or 1 Craft trophy pt.



**BUNKROOM**



Fortune

If you did not fall down drunk, the bunkroom is available. Pay 1G for yourself & 3 Followers; pay 1G per 3 more Followers (or discard them). While you sleep, you are immune to all Spells and no Character may encounter you.  
Miss 1 turn to *heal* 1 Life



**MYSTERY CRATE**



Task-Magic Object

*Seek* the Temple to delivery it or leave it here. If you ever open it, discard it and roll 2 dice:  
2) Become a Toad for 3 Turns  
3-4) Lose 1 Strength or Life  
5-6) Lose 1 Object or Spell  
7) Miss a Turn  
8-9) Gain a Talisman or Fate  
10-11) Gain 1 Craft or Spell  
12) Move to the Temple

**Reward:** 2G and roll a die +4 at the Temple. **5**



**CARD SHARP**



Fortune

You may wager Gold, other currency, or Objects at 1G each and then roll 2 dice for yourself and 2 dice for her. If you use a Fate, she rolls a third die and discards the lowest die. *She always wins on a tied roll.*  
If you win, you gain double your wager, paid in Gold.



**MYSTERY CRATE**



Task-Magic Object

*Seek* the Temple to delivery it or leave it here. If you ever open it, discard it and roll 2 dice:  
2) Become a Toad for 3 Turns  
3-4) Lose 1 Strength or Life  
5-6) Lose 1 Object or Spell  
7) Miss a Turn  
8-9) Gain a Talisman or Fate  
10-11) Gain 1 Craft or Spell  
12) Move to the Temple

**Reward:** 2G and roll a die +4 at the Temple. **5**



**GREEN BAND**



Fortune

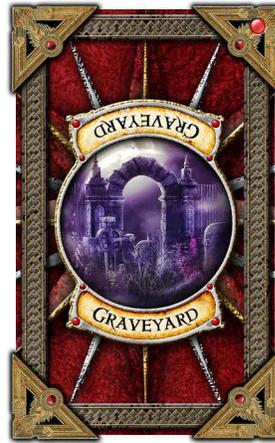
There is arm wrestling going on in the back. You may bet 1G and roll a die plus Strength without *Weapons* or Followers. If you roll above 10, gain 1G. If you roll above 13 and used Magic Objects or Spells, roll two dice under your Craft or they attack (Strength 10).



**KEEPER'S DAUGHTER**

Fortune

Do you dare charm the Tavern keeper's daughter? You might get a pitcher (not its content) in the face. If so, roll a die plus your Craft above 10 and you may look at the top card of any one draw deck. Fail, and roll two dice below Strength or be knocked out (miss a turn).



**LEGERDEMAIN**

Special Ability

When you draw Spells, draw one extra and choose one to place on the bottom of the deck (not in the discard pile).

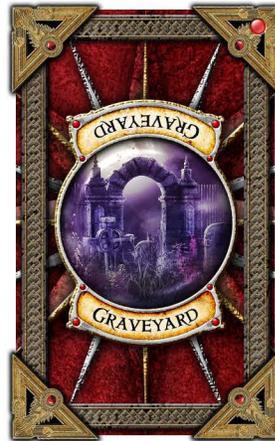
ACTIVATE  
Discard 1 Spell or 1 Craft trophy pt.



**MAD MUMBLER**

Fortune

At times, only a true lunatic knows what is going on. If you care to listen, pay him a Gold or an Object, or *heal* a Life for him by any means. You may look at the top card of every draw deck in the game.



**REANIMATION**

Special Ability

When you defeat an Enemy in Battle, you may reanimate it as a Follower. You may not do so with an Enemy taken for trophy points. You may discard a reanimated Enemy to add its Strength to yours in one Battle.

ACTIVATE  
Discard 3 Craft trophy pts.

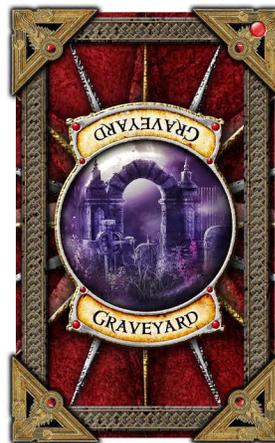


**RUMOUR-MONGER**

Fortune

You may pay 1G to:

- Draw 3 Quests & keep 1, or
- Draw 1 Adventure to keep secret or discard. If you keep it, when you next *draw* Adventure cards, count the card held as 1 card drawn, or
- Look at the top 3 Tales cards and return them in order.



**SUPPLICATION**

Special Ability

Miss a turn on a draw space without any cards to *invoke* per the Graveyard. If you are Evil, you may roll a die below Craft to ignore any change to your Alignment.

ACTIVATE  
*Seek* the Graveyard or Temple to discard 1 Fate or Life.



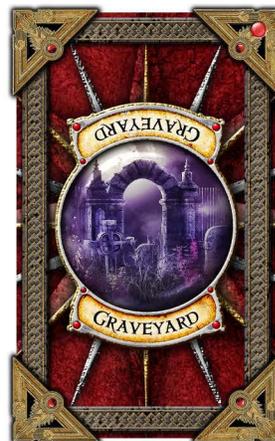
**THE LOCATHA SHAMAN**

Legend

...has risen from his grave (Craft 9). *All Characters roll a die; the lowest places him on its Starting Space.* Discard all cards there; Characters there lose all Spells. All Monsters and "Green Band" cards gain +1 in combat until he is defeated. Whoever defeats him may gain the reward immediately or wait and first *seek* the Temple to gain an additional Fate as well.

REWARD  
Gain a Craft and a Life, plus draw 3 Spells and choose 1 to keep.

1 0



**EMPTY GRAVE**

Task - Stranger

*Place him here.* Cheated by the Doctor's skills, the Gravekeeper has an empty grave to fill. The first to discard a dead Monster here discards him to claim the reward. A dead Monster must be counted as an Object until delivered and not as a Trophy.

REWARD  
Gain a Craft, Fate, or Life.

7



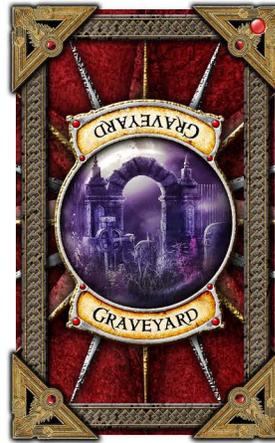
### THE GREEN BAND



Task

Pay 2G, or defeat them (Str. 7) and *seek* the City or Castle to claim the reward. If they defeat you, lose a Life & all Gold, then move them clockwise to the next nearest non-draw space. Options on that space are close until they are gone.

**REWARD**  
Gain a Strength & 3G; keep this card for +1 vs. Trolls, Ogres, and "Green Band" cards. **0**

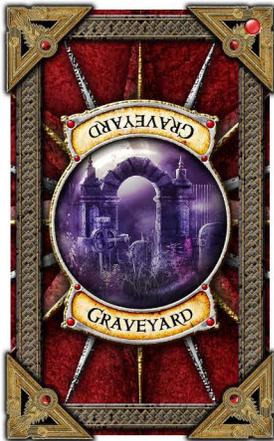


### GRAVE ROBBERS



Fortune

They have scurried off, so are you willing to finish the job? If so, draw 5 Adventure cards. Discard all but Spirits, Objects and Magic Objects and encounter them immediately. If you drew any Spirits, you cannot evade them and take -1 to your Psychic Combat rolls.

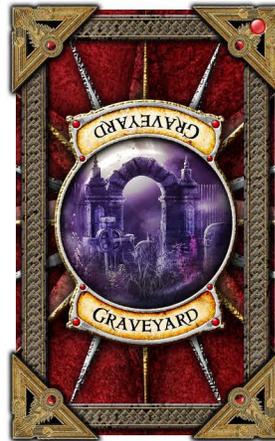


### COLD ENVOY



Fortune

Pay her 1G or a Follower for a secret, and you may 1) draw a Spell or Quest, or 2) look at the top 5 Tales cards, discard any, & return the rest in any order. *If you are Good/Neutral and pay a Follower, become Evil.* If you do not pay, face her in Battle (Strength 6).



### GREEDY FRIAR



Fortune

He offers you a finger bone from a forgotten saint for 1G. If you pay him, keep this card. When a Spell is cast at you or your current space, you may discard this to roll a die. 1) No effect, 2-5) the Spell is negated, 6) the Spell turns back on the caster.

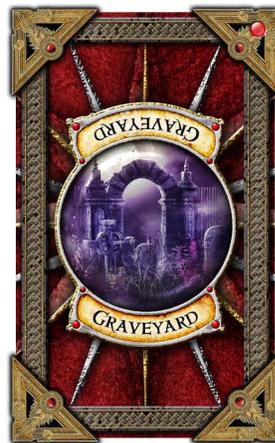


### DARK FANATIC



Fortune

As you leave, you are stopped by a possessed orc. If you are not Evil, face him in combat (Strength 5, Craft 6). Use Psychic Combat if you can engage Characters in this way. If you are defeated, you must become Evil or lose 1 Life.



### MAUSOLEUM



Fortune

You may roll 2 dice below Strength to break in. If you fail, then lose 1 Life. If you succeed, then roll 2 dice:  
2) Hermit (roll as for Mystic).  
3-4) High Revenant, Strength 7.  
5) Cultist, Craft 5.  
6-9) Nothing interesting.  
10) *Portent!* Gain 2 Fate.  
11) *Scroll!* Draw 1 Spell.  
12) *Receptacle!* Take 1 Magic Object from the discard pile.

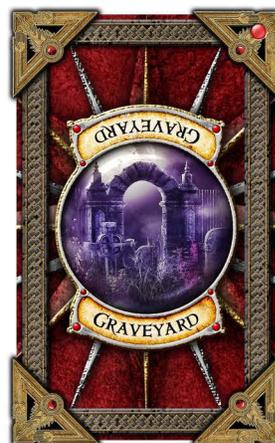


### GOLEM TEDDY



Fortune

*What spites of the wild will he summon upon you?!* Draw 5 Adventure cards, discard all but Monsters and Animals, and encounter them immediately. He remains here until all other cards are gone from the Graveyard.



### TALKING CORBY



Fortune

This carrion crow utters a prophecy for you. Draw 1 Adventure card. The next time you land on a space for drawing Adventure cards, encounter that card as well. *Your prophecy card does not count against cards drawn.*



### ROYAL PALADIN

Fortune

If you are Evil, he attacks (Strength 7). If you are Neutral, he ignores you.

If you are Good, gain 1) +3 in Battle vs. Enemies & Evil Characters, and 2) +1 in Psychic Combat vs. Spirits, until the end of your next turn.



### TRAINING DAY

Fortune

All at the Castle must learn the art of arms, including pages. Roll as for Battle vs. a Strength 6 opponent; you do not lose a Life if defeated. Succeed, and you serve as instructor. Gain 1G, or miss a turn for 2G.



### SCALES OF JUSTICE

Fortune

If at any time you attacked a dragon already in play and not one just drawn in your turn, face this one (Str. 9) in Battle. If not, but other Characters have done likewise, choose one to face this dragon now. Otherwise, discard this card.



### CHANNELING

Special Ability

Whenever you draw a Spell, you may choose to discard it and draw another to replace it. If you do so, you must keep the second draw.

ACTIVATE

Seek the Graveyard, Chapel, or Temple and discard 1 Spell.



### A STRANGER COMES

Fortune

...drawn by word of your reputation. *Repentish* a Fate, and move the nearest Stranger in the entire Land (by count of spaces and ignoring barriers) to your space. Immediately encounter that Stranger.



### PRESAGE

Special Ability

Whenever you *must* draw Adventure cards, you may discard one and draw another to replace it. If so, you must encounter the replacement card.

ACTIVATE

Discard 1 Spell or 4 Craft trophy pts.



### TOURNAMENT

Fortune

You may enter if you wish. Roll 2 dice three times below your Strength without Objects, Followers, Spells, or Fate. If you fail a roll, lose a Life and your turn ends. Each time you succeed, gain a Gold. If you succeed on all three rolls, *gain* another Gold, a Fate, and *heal* all Lives.



### THE TOTEM OF SPITE

Legend-Trinket

The Warlock's daughter created it, but he could not destroy it. You cannot discard it in any way and cannot re-roll any die until you are rid of it. If you or an opponent in combat roll 6 on a die, you each lose a Life (discard an Enemy). *Seek* the Cursed Glade and roll a die to invoke the Powers. On 5 or 6, remove it from the game, otherwise discard it normally. The Powers then reward you.

REWARD

Gain a Strength or Craft, and a Life.

2 0



**BATTLE TACTICS**



Special Ability

Each Non-Purchase Follower you have without a bonus for Strength or Battle *may* add +1 to your Battle result. Before Battle, declare any that you will use. Any Character who defeats you may kill a Follower you used in this way as its chosen victory reward.

≡ **ACTIVATE** ≡  
Discard 1 Gold & 1 trophy pt.



**CAPTAIN OF THE GUARD**



Fortune

How fortunate to have met him. You may do one of the following:

*Training:* Pay 2G and miss a turn to gain a Strength.

*Passage:* Pay 1G for an escort and move to the Temple, Warlock's Cave, Oasis, or the City on your next turn.



**INTERROGATION**



Special Ability

When you defeat another Character in combat, you may roll a die plus your Craft above your victim's Craft to take another turn. You may not do so again in that extra turn.

≡ **ACTIVATE** ≡  
*Seek* the Castle and discard 2G or miss a Turn.



**SECRET NEMESIS**



Fortune

Despite what many upstart adventurers believe, there are those who do not want the Crown of Command reclaimed. Roll two dice below your Craft. If you fail, you must Battle a master assassin (Str. 6), and you may not roll any dice to add to your Battle result.



**THE LITTLE PRINCE**



Task - Follower

You *must* take him on a hunt. He (Str. 2) battles all Monsters & Dragons you meet until he gains a trophy. You may loan him Followers & Objects and aide him with Spells. If he loses, lose a Life to save him. If not, keep this card, and you lose a life in the Castle & City.

≡ **REWARD** ≡  
Heal all Lives and gain 3G. Now take the Prince (his brother), if he is in play. **5**



**QUEEN'S FAVOR**



Fortune

Roll a die below your Craft and then your Strength to gain 1G.

—or—

Roll two dice below your Craft or your Strength to gain the top discarded Spell or a *Weapon* of choice, respectively. If you fail, you are detained and miss a turn for your impudence.



**THE LITTLE PRINCESS**



Task - Trinket

...requests help in finding her locket, dropped into the Storm river and swept away. Whenever you cross the river, roll a die plus your count of non-Purchase Follows. On 6+, this card becomes the locket (mark it with a Life token). Whoever *seeks* the Castle to return it claims the reward.

≡ **REWARD** ≡  
Heal all Lives and gain 1 Life. Now take the Princess (her sister), if she is in play. **5**



**ROYAL COURT**



Fortune

Roll two dice:

- 2) *Intrigue!* Choose a new Alignment and Lose 1 Fate.
- 3) *Banished!* to your Starting Space, and your turn ends.
- 4) *Duel!* a Noble (Str.6) without Followers, Objects, or Spells.
- 5-9) Ignored.
- 10) You may take 1 Quest per the Warlock's Cave.
- 11) *Favor!* Gain a Fate, Life, or Spell from the Archmage.
- 12) *Royal Boon!* Gain 3G, or a Purchase card of choice.



**TIME OF PEACE**

Fortune

For the next round of turns, including your next turn, all Characters who attack another of a differing Alignment through combat, Spell, or Special Ability lose a Life or a Fate before doing so.



**TRANSMUTATION**

Special Ability

You may miss a turn to change any number of Objects into 1 gold each.

**ACTIVATE**  
Discard 2G or 1 Craft Trophy pt.



**TIME OF WAR**

Fortune

For the next round of turns, including your next turn, all Characters who attack another of a differing Alignment through combat, Spell, or Special Ability gain a Life or a Fate after doing so.



**KING'S CHAMPION**

Task

If you accept, seek the Black Knight's space and combat him to the death (Str. 10, Craft 7, Lives 3). You may retreat from combat by discarding this card. If you succeed, no one faces the Black Knight (or his *Tales* cards) for the rest of the game.

**REWARD**  
*Seek* the Castle to gain 5G and keep this card; *heal* 1 Life at the Castle, City, or Village.



**THE BRASS GOLEM**

Legend

...has escaped (Strength 10). Discard all other "golem" cards in play. Until defeated, (1) no option on this space can be used and (2) no Spell or Magic Object will work here. If you defeat it, draw 6 Adventure cards. If any are Spirits, defeat all (and take their trophies) or the golem resurrects; discard undefeated Spirits. When the golem is fully defeated, the Powers grant you the reward.

**Reward:** a Strength or Craft and a Spell.



**WARLOCK'S AGENT**

Task

You may take a Quest now and keep this card. Place a token on this card for each turn you take. Complete the Quest with 5 or less tokens on this card to discard it at the Warlock's Cave for the extra reward below.

**REWARD**  
Gain 3G or 1 Fate.



**BRIBERY**

Special Ability

You may evade a Stranger or an Enemy (except Animals or Spirits) by discarding 1G. You may stop a Character from encountering you by (in any way) paying it 1G.

**ACTIVATE**  
*Seek* the Village, City, or Tavern to discard 1G.



**DISGRUNTLED**

Fortune

Discard if you have no Followers. One Non-Purchase Follower is fed-up with you taking all the gold & glory. Roll a die for each, and the lowest is that one. Discard 1G or leave that Follower on your space.



### DWARVEN MARK



Fortune

Discard if you have no Armour. You discover a dwarven smith's mark on an Armour. Place this on an Armour you possess. You may re-roll the die for this Armour, but you must accept the 2nd result. If you lose the marked Armour, this card goes with it.



### POUCH-SNATCHER



Fortune

Discard if you have no gold. Roll 2 dice below your Craft. If you fail...

- lose all of your gold, and
- roll a die below your Craft for each Trinket you carry or you lose it as well.



### ELVEN MARK



Fortune

Discard if you have no Weapon. You discover an elven smith's mark on a Weapon. Place this card on a Weapon you possess. When using it, you may re-roll one die in Battle, but you must accept the 2nd result. If you lose the marked Weapon, this card goes with it.



### POUCH-SNATCHER



Fortune

Discard if you have no gold. Roll 2 dice below your Craft. If you fail...

- lose all of your gold, and
- roll a die below your Craft for each Trinket you carry or you lose it as well.



### NOT FAR OFF



Fortune

You may encounter one Character, Stranger, or Place in an adjacent space in your region, but you remain on your current space.



### WANDERING MASTER



Fortune

You meet an old adventurer of great renown. For 1G you may draw 6 Tales cards and choose to take as inactive any one Special Ability that you drew. You do not discard inactive Special Abilities you already have.



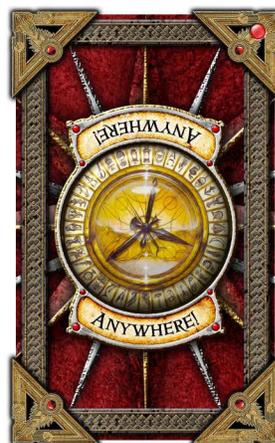
### ODD OBJECT



Fortune

Roll a die for each Object you have; the lowest is the odd one. Now, roll 2 dice without Fate: 2-3) Cursed! ... 11-12) Blessed!

If Cursed or Blessed, mark it with a light or dark Fate; a normal Object also becomes a "Magic Object." For the bearer, Cursed is +1 and Blessed is -1 to rolls under Strength or Craft. You must visit the Enchantress, Mystic, or a "Witch" to discard a Cursed Object by choice.



### CONVERGENCE



Fortune

Draw 5 Tales one at a time and encounter any that can apply to your current space.



**TELESTHESIA**



Special Ability

At the end of any Character's turn, you may look at Spells held by it or its Followers. You cannot look at Spells connected to Objects or Magic Objects.

≡ **ACTIVATE** ≡  
*Seek* the Temple discard a Spell or 2 Craft trophy pts.



**THE ATHENÆUM**



Fortune

You are granted access to this studious place and may do one of the following:

*Tutelege*: Pay 2G and miss a turn to gain a Craft.

*Research*: Pay 1G and miss a turn to draw 3 Spells and choose 1 to keep.



**CURSED BONES**



Task - Magic Object

Place them in the Runes near the Castle. Whoever finds them first may *seek* the Chasm to discard them and then *seek* the Temple for the reward.

While you have the bones, take -1 to all of your rolls of a die or dice with a minimum result of 1.

≡ **REWARD** ≡  
 A Talisman; and draw Spells to your limit or roll a die +5 at the Temple. **5**



**FOUNT OF THE POWERS**



Fortune

If you approach the Fount, you may do one of the following:

*Penance*: sacrifice (discard) a Life or a Fate to return to your Starting Alignment.

*Devotion*: sacrifice (discard) a Fate and a Life to take an Alignment of your choice.



**A MAGICAL QUEST**



Task - Magic Object

Place this next to the board. Draw 1 Spell without looking at it and place it face down under the scroll. Whoever visits a Runes space may search for it at the end of their turn by rolling 2 dice below Craft. Whoever *seeks* the Temple to discard it gains the reward. You may cast this Spell but must then discard the scroll.

≡ **REWARD** ≡  
 Draw 5 Spells and keep any upto your Spell limit. **5**



**GRAND CEREMONY**



Fortune

You are present at a great invocation of the Powers and may roll again at the Temple.

For each Fate, Life, and/or 2G you sacrifice *before* you roll, you may add +1 after the roll. But you must choose to apply your total bonus or not.



**ALTAR OF THE POWERS**



Fortune

You may pray by the Chapel or Graveyard according to your Alignment. Neutral Characters may choose either before rolling. For each Life, Fate, or Magic Object you sacrifice (discard) roll an extra die and choose one result to keep.



**SCALES OF FATE**



Fortune

Did you think only humanoids come here? You may battle it now (Str. 7) or wait to roll a die: 1-2) Good, 3-4) Neutral, 5-6) Evil. If its Alignment matches yours, on your next turn move to any space in the Middle Region. If not, lose a Life as if in Battle and then enter Battle.